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ISSUE 24 OCT 1993



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INSIDE

- WOLFCHILD ● SPEEDY GONZALEZ ●
- F1 ● TAZ-MANIA ● TITUS THE FOX ●
- ROBOCOD ● AND MORE!

**WE ARE
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Well, would you believe it? Two years old this issue, and GO! is still the only mag you need for all that's best in the world of portable play! Twenty-four months of hand-held fun and frolics, and not one brass farthing have you had to fork out for the pleasure! A big pat on the back for us, methinks.

Just because we're two this month, don't think for a second that we've been sat stuffing ourselves with fizzy pop and birthday cake all the time; no, as usual we've been out and about, bringing together the big-name titles and stuffing them between the pages of your favourite free mag! This time around you'll find the **EXCLUSIVE** review of one of the hottest Game Gear titles around, Robocod, as well as the full **SP** on Speedy Gonzalez, F-15 Strike Eagle and much more! So dive in, and don't forget to warble a verse of Happy Birthday To GO! Tata!

PAUL RAND

GAMES IN THIS ISSUE!

ISSUE 24 OCT



Want to see a GG game that looks like it could be on a Megadrive? Look no further than page 6!

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Is he a robot? Is he a fish? He's both! FISH's number one aquatic agent James Pond comes to the Gear in a cart of underwater excellence!

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Pilot the world's number one fighter plane and splash a bogey or two in Microprose's Game Boy convert of the award-winning floppy flight sim!

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It went down a storm on Amiga – now Game Gear owners get a taste of slice 'n' dice action in the Sega version of Core Design's top hack 'n' slay!

14 COOL SPOT

This MD-to-GG convert is almost complete and looking well smart, so what better thing to do than give it a sprinkle of that GO! Preview magic?

19 PROPHECY

Another computer-to-hand-held conversion, this time from new kids on the block, GameTek. It's Game Boy platform action ahoy and, erm, it's not too hot.

20 TITUS THE FOX

If you like foxes that like hurling boxes, then you'll jump through a hoop over Titus The Fox! And not a bloodhound in sight.



Check out Titus The Fox on page 20!

22 EDD THE DUCK

He may have someone's hand up his backside for a hefty portion of time, but that hasn't stopped the star of Children's BBC turning up on Game Boy!



He's quick! He's small! He'll dive you up the wall! He's Speedy Gonzalez, and he's shot onto Game Boy! Read all about him on page 25!

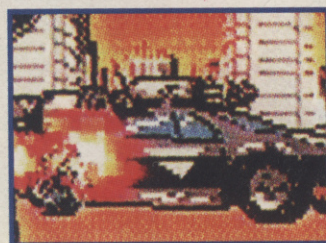
25 SPEEDY GONZALEZ

Andalay! Eepa! Eepa! He's the fastest mouse in all Mexico and he's blazing a trail across Game Boy screens! Check out Speedy right NOW!

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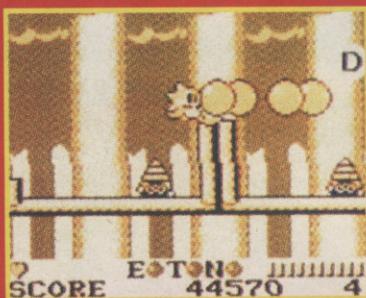


NEWS



PRETTY BUBBLES IN THE AIR!

You bust a gut at Bub and Bob's bubble-blowing antics in Bubble Bobble - now, get ready to do it all again in the soon-to-appear Game Boy sequel! Bubble Bobble Part 2 is the surprisingly unoriginal name of the game, and it again stars those two dinky dinosaurs, Bub and Bob, in more crazy monster-popping arcade action!



The gameplay is similar to that of the original smash hit, but there's a stack of brand new monsters to contend with throughout the myriad of tricky levels. Wipe the screens clean of clockwork nasties, fiery bugs, and cracked-up clowns to name but a few of the terrors in store! The original Bubble Bobble sold over one million copies on various formats - will the sequel follow suit? Keep those eyes peeled for the forthcoming review!



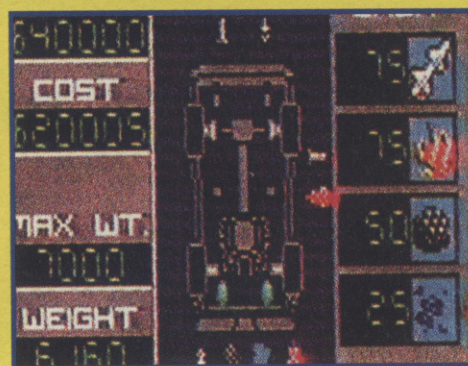
CAR WARS!

More fun coming your way, Lynx fans! Soon to appear on your machine is Battle Wheels, a multi-player thrash across a futuristic freeway featuring, as you can see from these early

pics, some very impressive graphics. It's the year 2019, and you're a battle-hardened mad person behind the wheel of a Corvette, taking on other drivers in a duel to the death! Link up with up to five other players for a gladiatorial fight to the finish - you can even get out of your motor and hunt down your prey on foot, but remember - the human body is no match for a three-quarter ton hunk of metal.

We've heard good reports on Battle Wheels, and the game style certainly gets our aggressive juices bubbling.

We hope the game plays as good as it looks - with up to six players all after each others' blood, this one could be a scream!



LITTLE CARS ON LITTLE CONSOLES!

Codemasters, they of the cheap and cheerful games as well as top cheating cartridges, are moving onto the hand-held scene - and how! One of their first releases is the Game Gear version of number one hit, Micro Machines - and, as you can see from the screenshots, it's looking excellent!

The plot's a breeze; you control a little Micro Machine and have to race around a variety of tracks against other dinky little motors. There are 27 courses in all, from snooker tables to the bedroom carpet, and you get to control all manner of vehicles including cars, boats, tanks and helicopters!

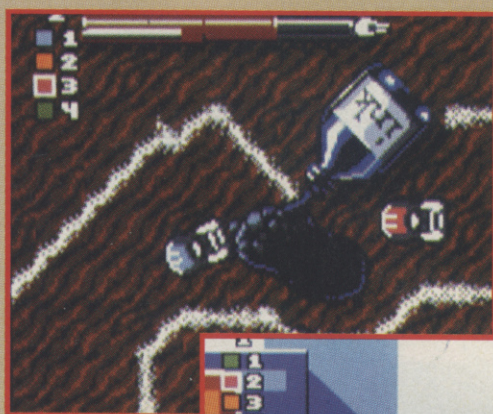
The Megadrive version of Micro Machines was a blast which received a CVG HIT! rating, and if this shrunk-down convert is anywhere near the quality of its 16-bit daddy, Codemasters are going to have a biggy on their hands. See it soon right here!

BILL 'N' JIM SMASH ONTO LYNX!



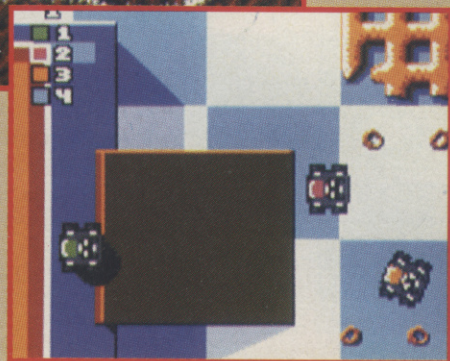
With the announcement of a movie based on the game fresh in our minds, it seems like the perfect time for Atari to get ready to launch the Lynx version of Double Dragon – and that's just what they're doing!

You all know the score – Billy's girlfriend has been kidnapped by a gang of hoodlums, and it's up to him and his bro' to get on down to the city streets and kick seven shades out of all in their way so that they can rescue her before she meets a sticky end at the hands of Mr Big. Double Dragon has been released on almost every format imaginable (as well as a few that aren't) so it's no surprise that a Lynx version of this top-selling beat 'em up would eventually appear. From the brief preview play that we've had of the game, it looks to be a close conversion of the arcade original, which is no bad thing save for the fact that the coin-op is a bit crinkly these days. We'll be having a closer look at the game next month, so don't go away now, ya hear?



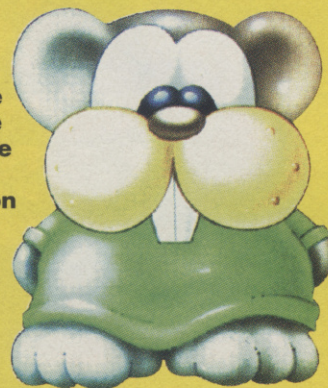
Because the Megadrive version was fairly basic graphics-wise, Game Gear Micro Machines looks incredibly similar to the 16-bit version! This level takes place on top of a school desk – mind the ink!

Codemasters has a reputation for bringing out dinky games – and they don't come much dinkier than Micro Machines! Three wacky racers battle it out for supremacy on top of the breakfast table, avoiding the waffles and Wheatos as they go!



STOP FIDGETING!

Check out the latest loony lads to come to the Game Boy – The Fidgetts! Frankie and Freddie Fidgett are two little country mice who've become separated from their parents on their way to the Big Apple, and you've got to help reunite them! What this entails is a seven level romp across a massive 790

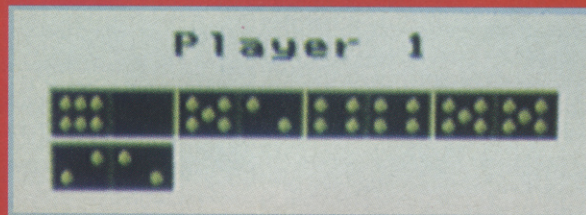
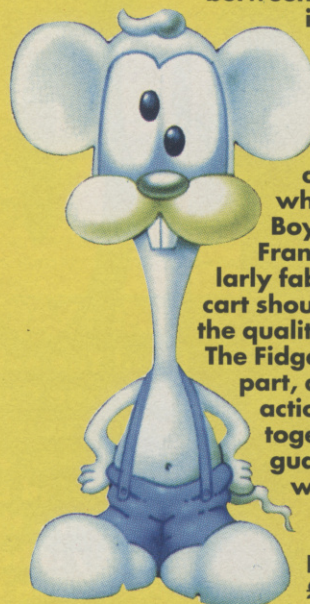


screens of action and adventure, during which the player can switch between Frankie and Freddie

in order to utilise each mouse's individual attributes and get through each perilous stage.

Elite have a habit of coming up trumps when it comes to Game Boy software – the Dr Franken series is particularly fab – and this big 2Meg cart should fare just as well in the quality stakes. Graphically, The Fidgetts certainly looks the part, and if the mix of action and puzzling hangs together, then Elite are guaranteed another weeny winner!

Released in November, The Fidgetts will cost £24.99 – we can hardly wait!



DOMS ON ROMS

Just a quickie for all you Game Boy owners who like their gaming a little more sedate and traditional. Interplay's 4-in-1 pack is available soon, and consists of four classic games, including a version of Dominoes (seen here). There's no blasting or stuff like that, just simple, honest-to-goodness fun. If that's the sort of thing that gets you going, that is.

If you go down to the woods today,
you're sure of a BIG surprise!



James doesn't fancy hers much!



JAMES POND II ROBOCOD

Oh no! The evil Dr Maybe is trying to sabotage Christmas! He's broken into Santa Claus' toy factory and filled it with all manner of nasties because, well, that's the kind of guy he is. Boo. Hiss. But never fear – the world's most famous fish spy is here to sort it out. James Pond is on the case; but, for reasons not outlined in the blurb, he's been turned into a cyborg! So get yourself to Lapland and take on Maybe's malevolent marauders in a multi-level platform romp which went down a storm on Amiga and Megadrive!

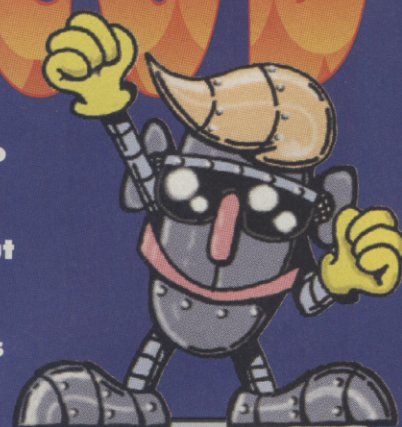
FISH OUT OF WATER

Pond's a sprightly little feller; much more so than in his debut game (which, if you've only ever owned a Game Gear, you probably won't know about as it never came out on your machine). Previously he could only swim around, but in this sequel he's a land-lubber who can run, jump and, with the help of his special cybernetic exoskeleton, stretch his torso to ridiculous lengths in order to grasp onto high-in-the-sky platforms. And, if you leave him alone, he'll sway from side to side in a ridiculous manner. But then, that's robot fish for you.



**GAME GEAR
BY US GOLD £27.99**

Lots of lovely goodies! And, if you pick 'em up in a certain order, you're given Invincibility!



Who needs a Megadrive when you can get conversions of this quality on a Game Gear! Apart from a couple of missing levels, GG Robocod is EXACTLY the same as its 16-bit counterpart – no kidding. Graphics are incredible, tunes are brilliant and the gameplay is as good today as it's always been. Robocod could well be the best Game Gear game this year.

PAUL RAND

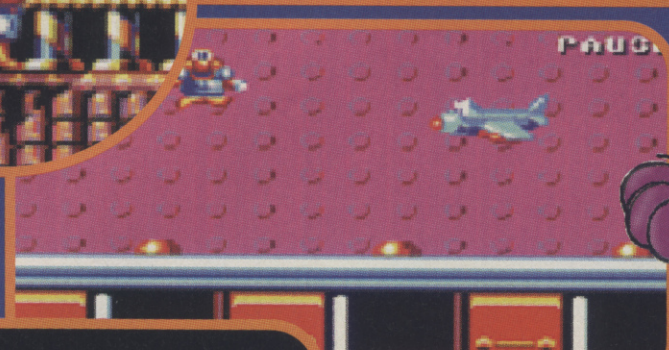
FLYING FISH

He may be a cod, but James knows his stuff. Not only can he do things that normal fishies can't, like breathe fresh air and run about on his fins and stuff, he can also utilise a variety of objects and modes of transport! Grab a brolly and Jim can sail majestically from way up high. Pick up the wings and he can fly! And, if he jumps into the toy car and plane which can be located on various levels, he can drive and fly those respectively! But with all that metal encasing his body, you'd hardly want to serve him up with mushy peas, would you.

Uh-oh. Game over for Robo; the penguin's come to clear away the debris.



Crikey! A living pencil! It's a good job we use Macs, otherwise we'd be overrun with them! (What are you talking about? Ed)



Planes, trains and, erm, no automobiles. Robo hitches a ride on the back of a loco.



PLEASE, NO MORE PENGUIN GAGS!

The objective in Robocod is simple – battle your way through each level, bouncing on the heads of baddies and picking up all the penguins that are positioned on each stage, then racing to the exit to move on to the next, more difficult, level. If you don't p-pick up all the penguins then you can't e-e-exit the level, and some of them are hidden in some well out-of-the-way places, so make sure you look all around!



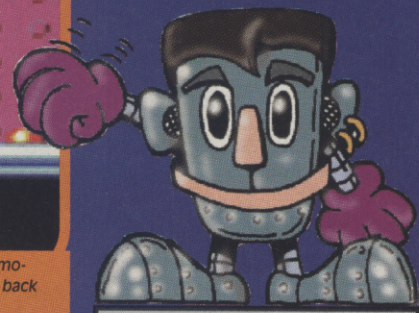
Wheweee! Sliding malarky involving Robocod, yesterday.

PLETHORA OF PONDS

James Pond was spawned in an Amiga game called, you guessed it, James Pond, in which he had to swim around, rescuing animals. That game went down quite well, encouraging producers Millenium to release a sequel – Robocod. Electronic Arts, in the meantime, picked up the rights to publish both of these games on Megadrive, which they duly did and a very good job was done, too. US Gold have the rights to produce Robocod on Master System and Game Gear, while Ocean are bringing the game to Game Boy players – more on that in a forthcoming issue.

SEE AN ENEMY

Ooh, there's some right nasty types out to sort out Robocod – and you may well have seen some of 'em before! The most obvious baddy is the Bertie Bassett look-a-like, who actually started life as Bertie himself until Bassetts (the makers of Licorice Allsorts) took the huff. There's large, Jelly Baby men in there too, along with a whole host of toys that have come to life and seem intent on sending James to that big Greasy Harry's Fish Shop in the sky. But Robo isn't a prawn; he's a well-hard robot fish who only needs to bounce on the baddies' head to get rid of them.



What a great conversion! If you've ever seen Robocod on any other format, you'll be amazed at just how close a convert this is! It looks no different to the game on any other format, plays exactly the same – hell, it's the same game! Someone's going to have to go some to match the quality of Robocod – it's brilliant!

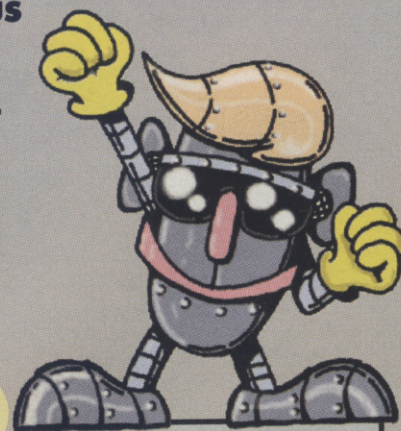
PAUL ANGLIN

9 LOOK	8 SOUND	94 OVERALL
9 FEEL	9 VALUE	



LOW KEY

It's all very well having an ultra-complex flight simulator like F-15 II on the PC – the computer has the keys available to allow you to emulate most of the controls of the real thing. When it comes to the Game Boy, however, the buttons you can press are a little limiting. Which is why Microprose has steered away from the conventional simulator format, opting instead for a more action-based affair. You're still given the familiar out-of-the-cockpit view like you'll find in a real flight sim, it's just that you aren't given control of any of the more fiddly bits associated with that kind of game – controlling your speed, checking flaps, etc. It's just up, up and away and straight into the blasting!



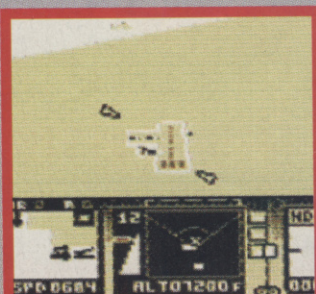
While flight sim purists may scoff, this is actually a very well done combat flight game. The missions are short and snappy, there's plenty of them to tackle, and the medals and promotion aspects give F-15 longevity. If you like to fight while you fly but don't want to fiddle with hundreds of keys, F-15 is right up your street.

PAUL RAND

Leap into the cockpit of the world's premier attack fighter in Microprose's Game Boy version of the PC, Amiga and more recently, SNES flight-combat smash! You're a wet-behind-the-ears pilot in the US Air Force, given the task of completing a number of predetermined missions, using your skill, determination and the considerable might of the F-15 Eagle, the aircraft generally regarded as the best dogfighter on the planet. There's plenty of bogies to splash, and loads of missions to encounter; question is, can you stay airborne long enough to complete them?



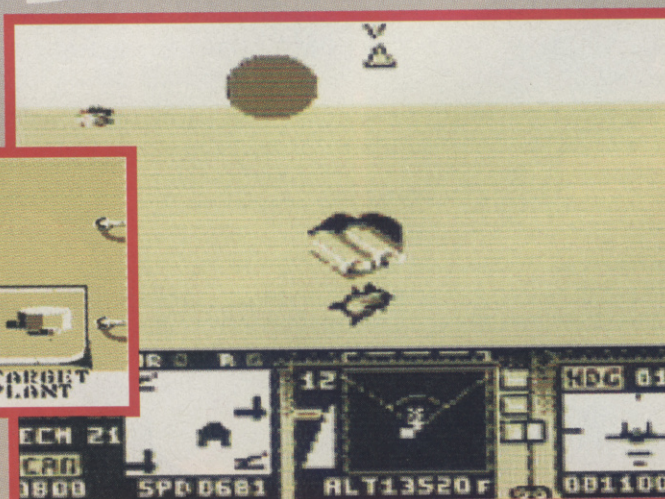
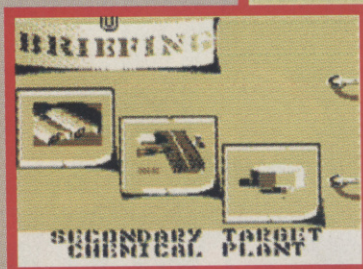
GAME BOY BY MICROPROSE £24.99



This runway isn't one of your designated targets, but what the hell – you'll get a load of points for blowing it away!

LEFT THE LANDING LIGHT ON

The bane of many flight sim buffs' lives is, after you've successfully bombed your designated targets, survived the onslaught of enemy interception craft and run the gauntlet of a barrage of surface-to-air shelling, you attempt to land and explode in a burst of flames 'cos you mis-judged your position and flew into the back of the aircraft carrier. Not in F-15 Strike Eagle! As long as you're flying below 10,000 feet and have the carrier positioned in the middle of the screen, the Game Boy lands the plane for you. Hurrah!

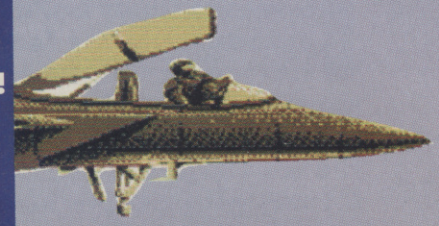


Mavericks away! That's the primary target toasted! And with minimal damage, you can go for the other two!



Wahay! That MIG isn't going anywhere!

COCKPIT CONTROLS MADE EASY
The F15 Eagle's cockpit can seem daunting at first; don't worry, though, for here at GO! we like to make your life easier! Just check out this handy annotation for all the info you'll need on the workings of your plane!



Shows your position in the game world you're currently in.

Threat display, showing position of enemy aircraft, missiles, etc.

Shows either an artificial horizon or the target you are currently tracking.

Your F-15's heading.

How many Sidewinder air-to-air missiles you have left.

How many Maverick air-to-ground missiles you have left.

The amount of decoys remaining.

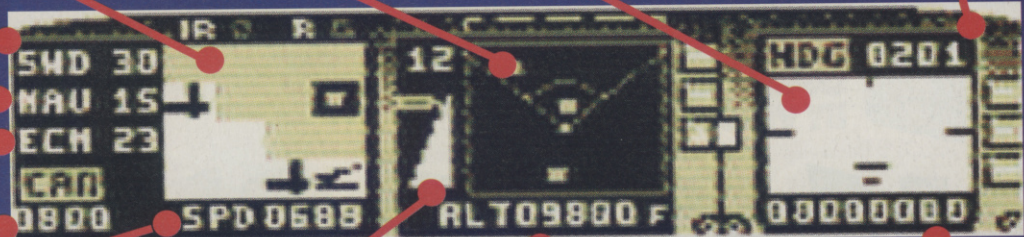
The amount of bullets left in your cannon.

The speed your F-15 is currently travelling at.

Damage meter. The pointer moves down whenever you take a direct hit.

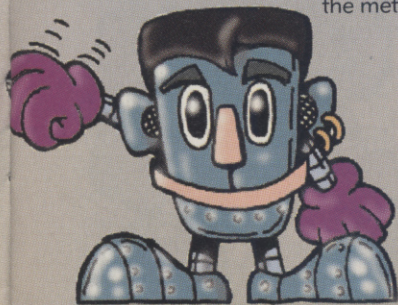
The altitude you're flying at.

Score.



HOW GOOD ARE YOU?

F-15 Strike Eagle is furnished with three difficulty levels to cater for players with varying skills. Airman level is the simplest; the enemy is easy to destroy and you don't have to worry about your course because the plane is equipped with Autopilot. Pilot level again pits you against green opponents but gives you more control over your craft, while Ace level is just that; an all-out battle with the best enemies and the most manoeuvrable craft to test the mettle of all budding Top Guns.



“I found the Game Boy version of F-15 Strike Eagle a little too basic for my liking. When I play a flight sim I want to be able to control all aspects of the plane, otherwise it's not a simulation any more. As a combat game it works, but anyone expecting a real simulation is going to be disappointed. Still, give it a test-fly and see what you think.”

PAUL ANGLIN

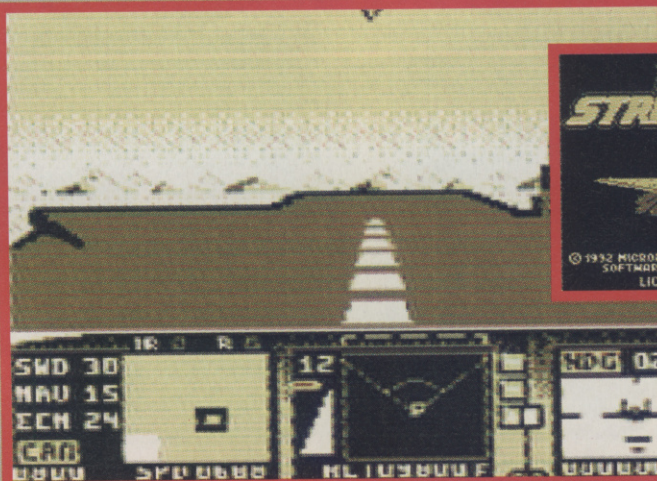


BANG ON TARGET

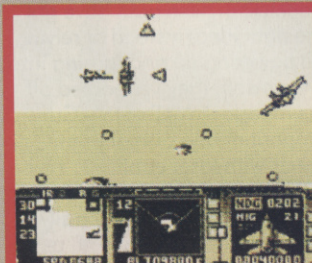
When you go out on a mission, the most important thing to remember is to get that primary target! You're given three targets to destroy at briefing stage, but it's the first one that's most important. Bagging the two secondary targets gives you extra points, helping in

your search for medals and promotion through the ranks, but if going for that out-of-the-way SAM site means getting

your ass shot to pieces and perhaps not making it home, it's best to just turn around and live to fight another day.



Luckily, you don't have to control the takeoff procedure yourself; just press A and you're away!

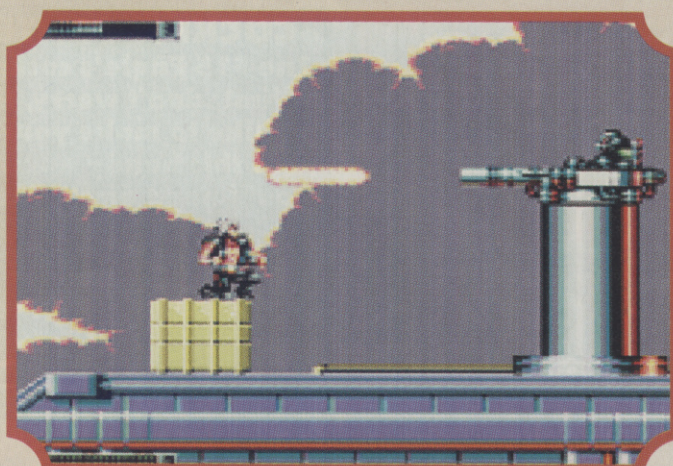


Uh-oh; the Ruskies are starting to gang up on you now.

7 LOOK	7 SOUND	85 OVERALL
8 FEEL	8 VALUE	

REVIEW

In recent times hand-held gamers have encountered the fearsome Dracula and suffered a visit from Frankenstein's monster. Now it's the turn of the werewolf to terrorise your screens, although not in the conventional sense. In the high-tech future, your people have been oppressed by an evil invading force. Little do they know that you are no ordinary future dude; hidden within you is the power to transform into a werewolf and rip the head off anyone who gets in your way.



Smack this gun straight on the barrel to get rid of it. Get in close and you'll also avoid its shots.



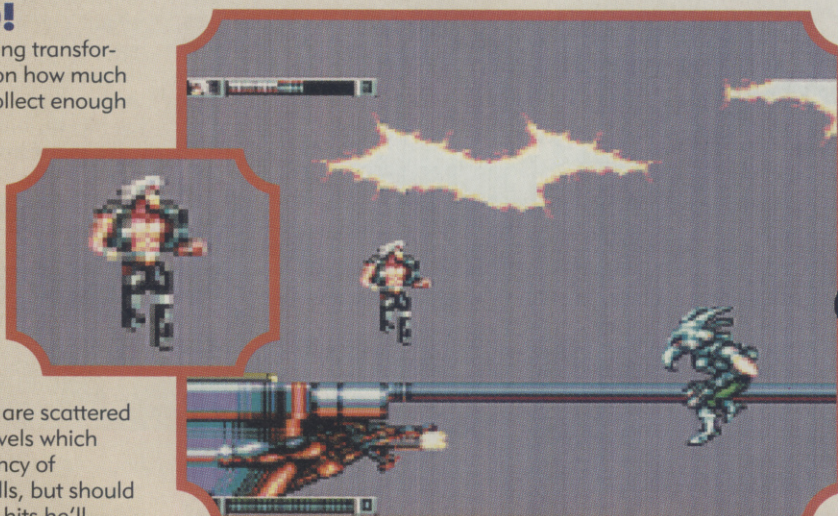
**GAME GEAR
BY VIRGIN**

£29.99

WOLFCHILD

AROOOO!

Wolfchild's amazing transformation depends on how much energy he has. Collect enough and he'll take on his werewolf persona, making him much harder. In this form he can hurl fireballs at his enemies, and scare them with his new-found furry features. Bonus power-ups are scattered throughout the levels which increase the potency of Wolfchild's fireballs, but should he take too many hits he'll revert back to his original puny human form.



He ain't pretty, but he guards the end of the first stage and you're going to have to kill him to get past.



I was expecting quite a bit from the Gear version of Wolfchild, but it just doesn't deliver. The action is decidedly lacking in many areas, and if it wasn't for the password system the game would rapidly become extremely boring. As it is, Wolfchild is an extremely large and taxing platformer which should soak up more than a few wet afternoons.

PAUL ANGLIN



The mutants have been busy installing a system of elevators in the forest.

LASER BLAZE

The game is populated with enemy soldiers and their mutant sidekicks. These guys have got the right idea; instead of relying on powering up and turning into a werewolf, they've toddled off down to Jack McDeath's Gun Emporium and armed themselves with laser cannons. These make a mockery of the old superstition that it takes a silver bullet to down a werewolf, as a good old-fashioned laser bolt does exactly the same job.

ICONOGRAPHY

There are loads of icons scattered throughout the game, many of them in hidden rooms. Because there's no time limit, it's worth checking out all apparent dead-ends to see if they contain any icons. Energy hearts are the ones you should be keeping an eye out for, as these are usually few and far between and guarded by ferocious mutants. Should you lose your werewolf powers, try and stay out of trouble until you find some more energy. This means instead of fighting, jump over enemy soldiers. And watch out for the short ones, as you can't duck their bullets.



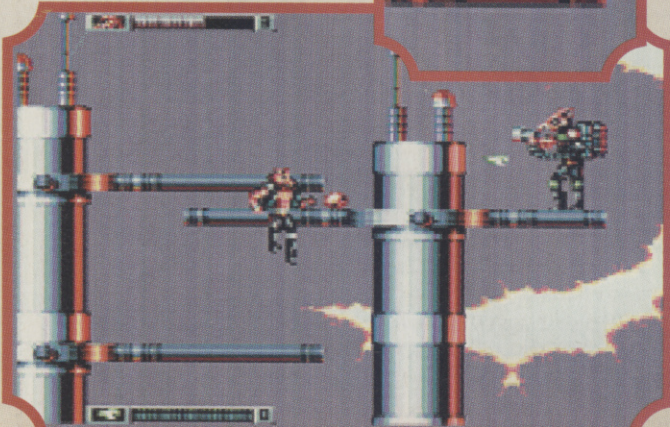
This guy spits fiery mucus at you before slide-tackling your legs.



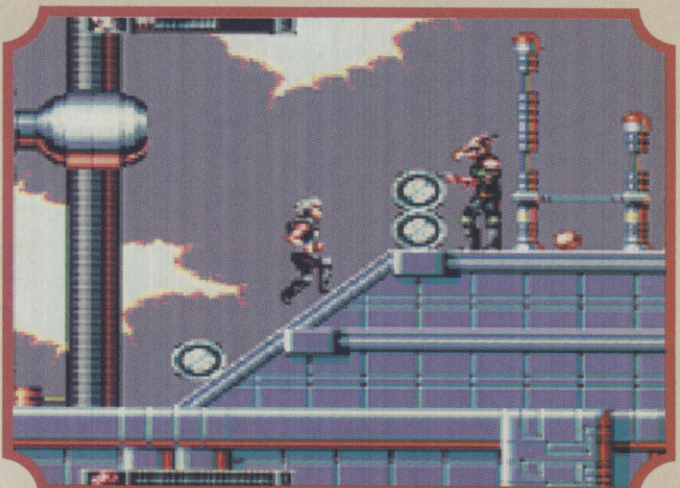
LEVELS AND LADDERS

The bulk of the game's action is based on exploration. The levels are made up of loads of platforms, most of which are just too high for Wolfchild to reach. Instead of being clever and popping down Do It All for a ladder, you've got to find the correct route through the levels, whereby you locate the few medium height platforms which lead to the higher ones.

Not only do you face mutants and soldiers in the forest, there's also the plant life to contend with.



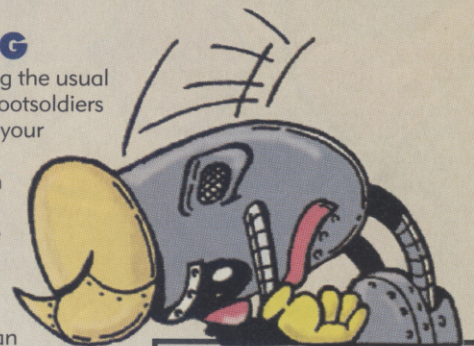
Your first task is to conquer the massive aerial wolfship.



Watch out for this bloke who chucks barrels at you.

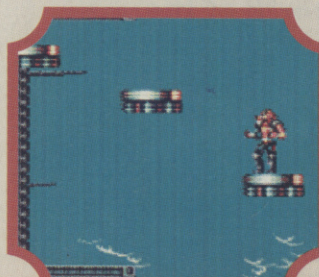
MUTANT OFFSPRING

As well as employing the usual batch of cretinous footsoldiers to do their bidding, your enemies have also drafted in a platoon of crack mutant troopers to fight the Wolfchild. Apart from being shockingly ugly, they're also far stronger than normal troops, being able to withstand multiple hits. As if that wasn't enough reason to keep out of their way, they also have special attacks. For instance, the frog creature on level one will roll straight at you; fortunately, he's not too bright and can be easily jumped over.



This is a fairly disappointing conversion of Wolfchild, considering that the Amiga version was quite a good laugh. The graphics are okay, but the gameplay is a bit shallow because the screen is devoid of any serious amount of baddies. It's a big game, but there are better examples of the genre.

PAUL RAND



Negotiate the environmentally unfriendly levitating forest platforms.

7

LOOK

5

SOUND

7

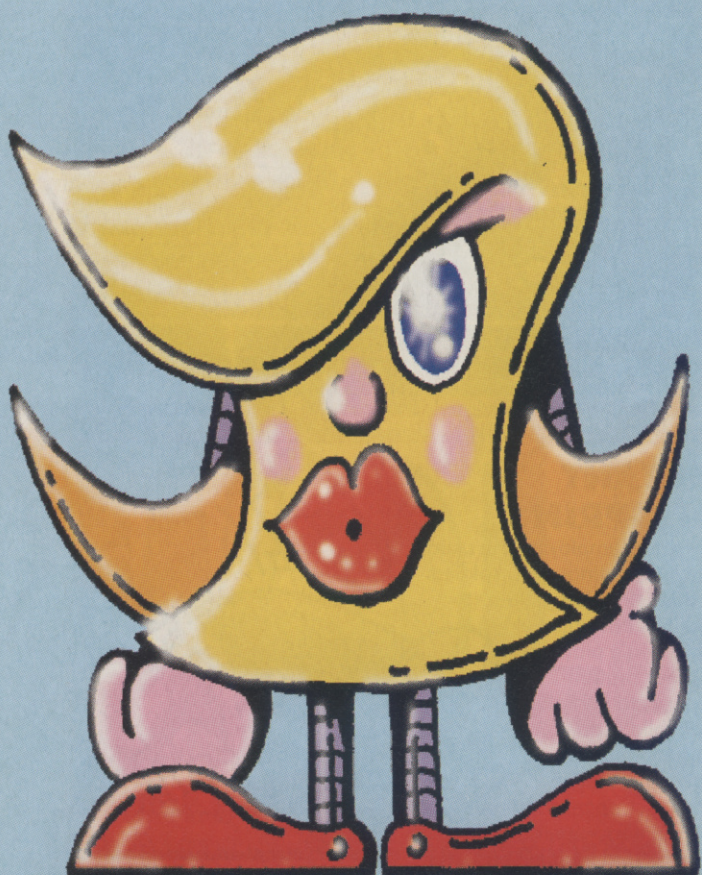
FEEL

7

VALUE

76
OVERALL

MAILBAG



We're two! Who'd have thought it, eh? Twenty-four months worth of the world's best mag for hand-holds, and you haven't had to pay for one copy! That doesn't mean to say that you're letters have been sad just 'cos the mag's free; this month's batch of scribblings is of tip-top quality, and rightly so. I still want your piccies, though; there's a free hand-held game available to the sender of the best one each month! As for your general letters, questions, gripes and snipes, keep 'em rolling in to:

**GO! THANKS FOR ALL THE FISH
MAILBAG, PRIORY COURT, 30-32
FARRINGDON LANE, LONDON
EC1R 3AU.**

MIKE SMITH

Dear **GO!**

I'm a Game Gear owner, and because of the price of games I have to be really selective about the ones I buy. So many are really easy to complete, and no matter how good they are they still represent a waste of money. I find the GO! reviews very informative, but I've only been buying CVG since June so I'm not sure about some of the older games on the shelves. Could you please send me a list of all the Game Gear games ever released, plus ratings for gameplay and, most importantly, lastability? I would really appreciate it.

Cyril Hayes, Bradford.

If it helps at all, there's a special top ten feature beginning this very issue, outlining the best games on each hand-held over the past couple of years. And, as if luck would have it, we start the ball rolling with the Game Gear!

SARAH GREEN

Dear **GO!**

Why doesn't Garth do any GO! reviews?

Nicola Bradshaw, Leytonstone.

Because he's currently locked up in my basement, awaiting a mind-swap with a chicken. Hopefully the finished item will be far more useful than the original and we'll have plenty of free-range eggs for breakfast.

GLEN MILLER

Dear **GO!**

Help! I think I killed my Game Gear when I plugged a dodgy power supply into it. Now nothing happens when I switched it on.

Damien Arnold, Cirencester.

It looks bad, Damien. Sounds like you've well and truly crocked your machine. Take my advice; only use a proper Sega power supply. Except it'll not work with that either, 'cos you've already blown it up. No sympathy, no mercy, serves you right.

NIKI LAUDA

Dear **GO!**

With the price of consoles and pocket TVs dropping, why aren't the colour hand-helds following suit? I really want a Game Gear but I just can't afford one, let alone games as well.

Peter McCague, Durham

It's all down to complex exchange rates and import fees. You'd never understand, although I do. So there.

GEORGE LUCAS

Dear **GO!**

I'm a regular CVG reader and, although I don't own a hand-held, I also read GO!. What really gets my goat up is the way all the saddos go on about which machine's the best when clearly they are crap because machines like the Megadrive and SNES cack all over them, leaving runny stuff in their cartridge slots. Who wants low-quality 8-bit graphics, sound and gameplay when you can have all the excellence you want on a proper console? My message to these people is to get a life and a decent console.

Darren Kinte, address withheld.

My you must be strong. Having to carry your TV console and a car battery with you when you're on the move. Have you ever thought about world domination? Or getting a life? No, though not.

GRACE KELLY

Dear **GO!**

Why do people, who already own hand-helds, want to know which one is best? Does it really matter? And if you said the machine they had wasn't the best one, I doubt if they'd chuck it and go out and by another.

Justin Weatherly, Chingford.

Ah, but who can even guess what goes through the minds of these people? Do they even have minds, for that matter? Answers on a postcard, please.

BIG BOPPA

Dear **GO!**

My mate's got this Game Boy cartridge which has got loads of games on it. They're all cack, but I didn't know you could get cartridges like that. Do you know of any that have good games on?

Justin Evans, London.

They're illegal and really dodgy, so of course I know where to get loads. It's just that if I told anyone Nintendo would come down on me like a ton of bricks, so I'll keep my mouth shut.

BUDDY HOLLY

Dear **GO!**

Why aren't there more adventure games and RPGs on the Game Gear? I love the Phantasy Star series on the Megadrive, but you just can't get games like it for the Gear. I'm sure there's a market for them.

Pat Roach, Milton Keynes

Why don't you give Defenders Of Oasis a blast? It's a really rather good RPG.

EDDIE COCHRANE

Dear **GO!**

I have a few questions I hope you can answer.

- 1) If Streetfighter comes out on the Megadrive, will it also come out on the Game Gear?
- 2) How much will it cost?
- 3) Is there going to be a Sonic 3?
- 4) Will there be a Mega-CD-type add-on for the Game Gear?

1) You stand as much chance of that as you do of marrying Cindy Crawford

2) If it existed it could be quite pricey.

3) There's a new GG Sonic on the way!

4) See answer one, only this time the super model is Claudia Schiffer.

ISABELLA DUNCAN

Dear **GO!**

I am but a sad young orphan with less friends than Paul Anglin and only a Game Gear game for company. Would it be possible to send me a Game Gear, thus improving the quality of my life?

Peter Snort, Rochester.

No. Best contact Captain Cartridge in CVG.

EXCLUSIVE PREVIEW

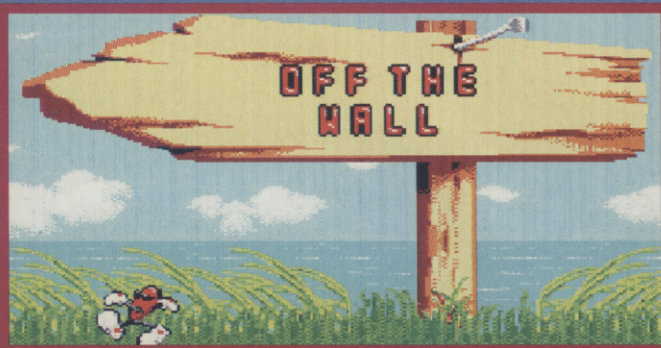
COOL

SPOT



He's small! He's round! He's red! He's Cool Spot!

Although you may not have heard of him until fairly recently, Cool Spot is quite a recognisable character these days. He's been known in America for years, being the mascot behind the 7-Up fizzy drink on the adverts over there. In dear old Blighty, we have to make do with Fido Dido, but not any more, now that Cool Spot's coming to Game Gear!



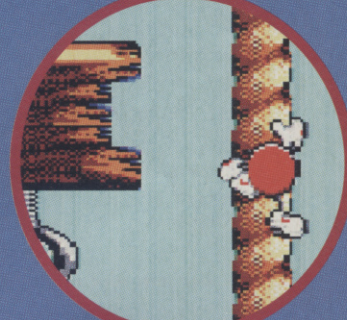
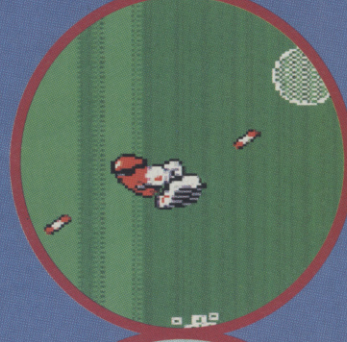
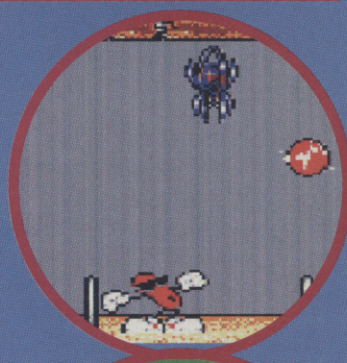
This certainly is a game that's 'Off The Wall'! It looks good, though.

The game has gone down a storm on the Megadrive, having shot straight to number one a short time after its release. The plot of the GG version is the same as its 16-bit counterpart; Cool Spot's chums have been kidnapped and locked in little cages around the playing area, and our circular star has to leap and bound through the levels to rescue them. Standing in his way are countless hazards and enemies-a-plenty, and all of these must be avoided if Cool Spot is to stand any chance of freeing all his chums.

After a quick call to our mate Woody at Virgin (who obviously don't make games now, preferring instead to create 'Interactive Entertainment' – hmm), a set of EPROMs were rapidly blown and whisked our way – and were we happy with what was on them? Yes we were, as a matter of fact. The game isn't 100% complete, but it's almost there and we can quite categorically state that Cool Spot on GG is very similar to the Megadrive version.

Graphic quality has diminished slightly, but that's not really surprising when you consider that the MD game is incredibly good to look at. The gameplay is tasty too, with big levels and lots of traps and terrors to encounter. Cool Spot himself is a good old boy, and he's well animated as well, especially when you leave him to his own devices – he gets tired of hanging around and whips out his yo-yo!

So, will the Game Gear continue from where the Megadrive left off, in Cool Spot terms? It seems likely, but we'll let you know for definite in but one short month's time! Don't go away.



GAME GEAR £TBA BY VIRGIN INTERACTIVE ENTERTAINMENT

GO!
HAND-HELD
VIDEO GAMES



read

the

book





GO!
HAND-HELD
VIDEO GAMES

ROBBYD



CRAZY CRITTERS

As if battling through armies of leaping toadstools, charging soldiers and meddlesome trolls wasn't bad enough, at the end of each level is a particularly nasty, and very large creature. Unlike their smaller counterparts, they have an energy rating which is shown at the top of the screen. Each time you land a direct hit it drops by one point. The problem is that it's virtually impossible to beat any of the bosses without getting in close and trading hits, so you need to have loads of energy or at least a couple of extra lives before you enter a battle.



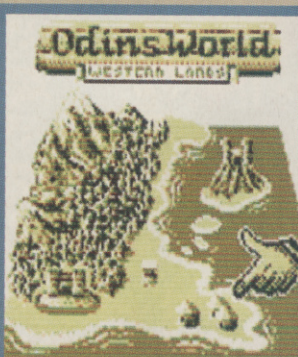
Brian was an average Viking lad who liked nothing better than the occasional bundle followed by a jolly good rollick in the great hall. But without

warning this lifestyle goes horribly wrong as all his Viking mates go missing. On his own, armed with just a short sword, Brian has to track down and free his stricken comrades while hanging onto his own skin. All he knows is that the boys are hidden somewhere in the halls of Valhalla, and it's not going to be easy getting them back. No siree.



**GAME BOY
BY GAMETEK**

£24.99



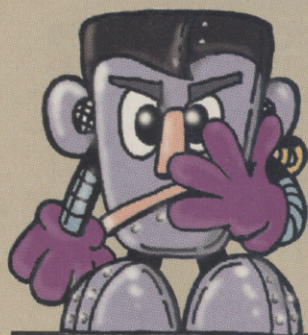
Brian's quest takes him across all this lovely land. Wonderful, isn't it?



What you see here is the game's attempt at humour, where our hero plummets in a most unfunny manner.

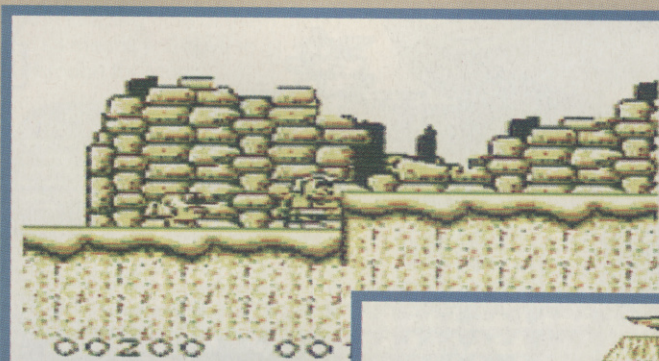


This large frog is the only half-decent sprite in the game, and that's not saying very much.



6 This game looks as though it was knocked out in 20 minutes during a particularly dull bank holiday. The graphics are crude to the extreme with appalling sprites and the worst collision detection I've ever seen. On top of that the gameplay really sucks, providing a seemingly neverending stream of boredom. The simple message is avoid!

PAUL ANGLIN



It's all action here. Well it isn't really, but you have to make these things sound exciting.

COLLISION COURSE

Odin's mysterious world holds many pitfalls for the unwary Viking warrior. For starters nasty thorn bushes have been planted all over the place, the merest touch from which will sap Brian's energy. The only way to avoid them is by jumping, but as the collision detection is so poor, it's almost impossible to get over them without losing some energy. The same applies to the nasties; nine times out of ten you will lose energy during a confrontation, simply because the game seems to fail to register your hits.



This is not a happy creature. For starters he's in a crap game, on top of which he's about to be killed.

SHOP BOY RETURNS

Often when a creature is killed it leaves behind a coin. Collect enough of these and you can pay a visit to the shop, providing you can find one. If you've got enough wonga to meet the extortionate prices, there are power-ups and energy hearts on offer. These aren't the only extras, though; later in the game extra weapons become available. These allow you to attack at a distance and are essential if you want to pass the most hazardous regions of Odin's realm.

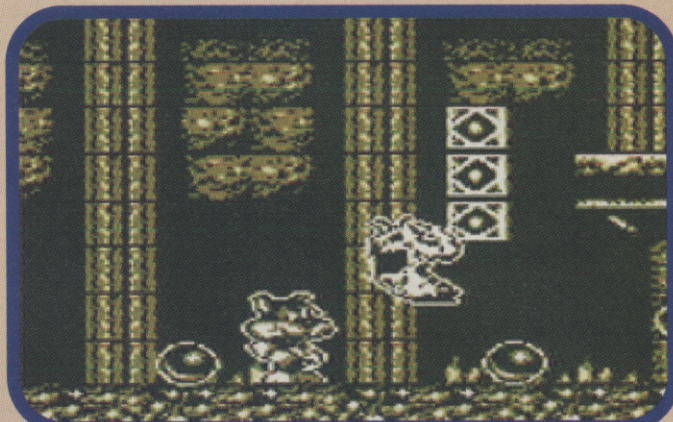
4 LOOK	4 SOUND	39 OVERALL
3 FEEL	3 VALUE	

REVIEW

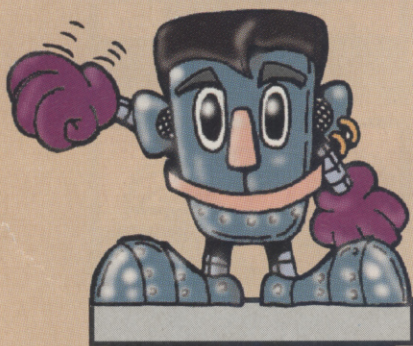
All is not well in the forest. The forces of absolute evil have given up trying to conquer the world and settled for kidnapping the missus of one Titus the fox. Had Titus been an average fox, his adventure would have been over before it had even begin, as he'd probably wander off to find another sexy vixen. But our hero is a caring, sensitive 90s kind of fox so, instead of abandoning his sweetheart to the forces of evil, he digs out his best trainers and sets off to rescue her.



GAME BOY £24.99
BY TITUS



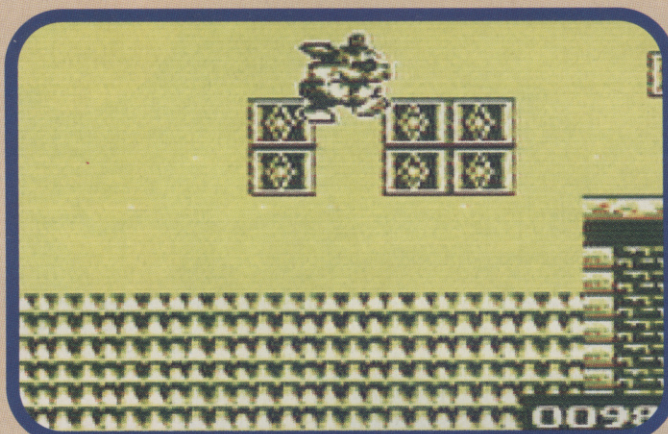
These ghosts are only dangerous when they solidify. Otherwise they're perfectly safe to walk through.



Titus The Fox offers nothing that hasn't been seen a dozen times before on the Game Boy, but what it does, it does well. The graphics are large and detailed, the levels massive and the combination of action and puzzle solving make it extremely addictive. Perfect if you're after a challenge, but it is slow going in places.

PAUL ANGLIN

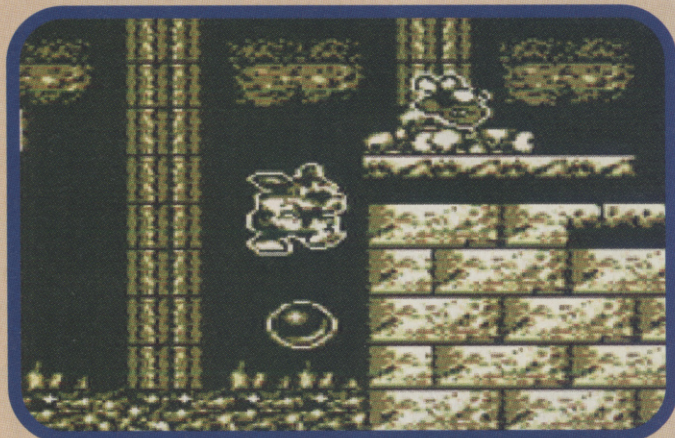
TITUS FOX



This is one of the bonus stages. The only danger here is hitting the spiked pits at the bottom of the screen.

CRATE EXPECTATIONS

After many years of intensive training, Titus has developed his paws to the degree where they can pick up objects. This ability comes in particularly handy, seeing as there are loads of items he can utilise to help him in his quest. The most common are simple packing crates, which come in dead useful for braining the rather dim human stars of the game. Even more handy than those are rubber balls which allow Titus to bounce his way to otherwise inaccessible platforms.



The balls come in handy for bouncing your way to higher platforms.

SKIN HEED

The odds are heavily stacked against Titus. For starters foxes, no matter how intelligent, aren't designed for all this jumping around. On top of that it seems like every creature, living or dead, has an aversion to him, and will stop at nothing to turn him into a rather attractive coat and hat set. The culprits include skinheads, bag women, giant bees and skeletons. Most of the time Titus will be facing them without the aid of a box, so his awesome jumping abilities have to be brought into play to help him escape.





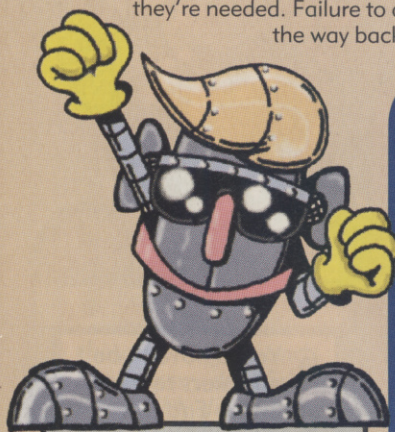
Even carrying a large packing case, Titus the fox can still perform excellent long-distance leaps.



Hands and knees are often the only way to reach the bonus rooms.

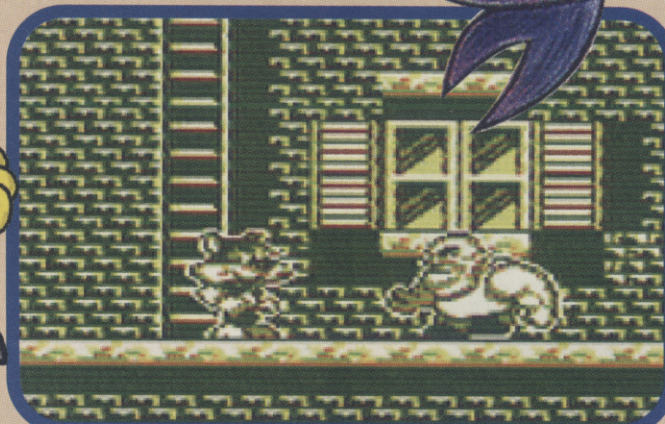
MISSION IMPROBABLE

Titus' mission doesn't rely solely on your joystick skills, it also taxes your mind. Most of the puzzles are concerned with working out how to get to certain platforms. These usually depend on you picking up boxes or balls early in the level, then keeping hold of them until they're needed. Failure to do so means you have to go all the way back through the stage.



Well cock-a-doo-dle-doo! Another Game Boy platform romp! This one isn't half bad, though; it looks good, with hefty sprites and fine backdrops, and the game is big and difficult. If you're into foxes that hurl large boxes, Titus is the only one to go for!

PAUL RAND

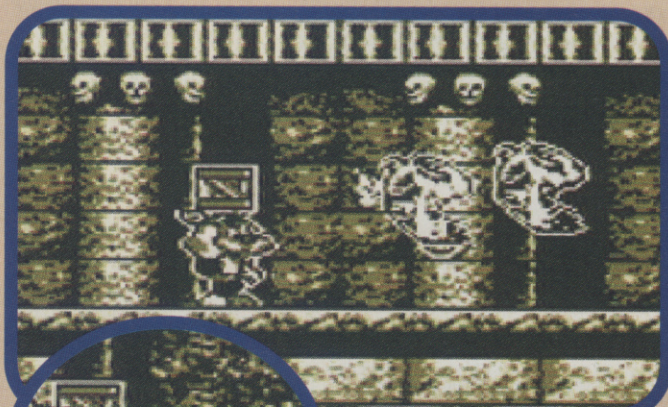


You can tell this guy's hard by his haircut and pet pitbull. So hard in fact that all it takes is a little fox with a box to batter him.



BLOCKED OUT BONUSES

Bonus points, energy and lives can be earned by collecting crystals, which just happen to be lying around everywhere. If you're really determined and have plenty of time on your hands it's worth checking out all the little side passages which don't actually seem to lead anywhere. Chances are a wall will disappear leading to a room packed to the ceiling with crystals.



This level is packed with undead critters who despise foxes.

HIDDEN EXTRAS

There are loads of hidden ladders and trap doors in the game, all of which usually lead to bonuses or later levels. The problem is, you don't know they're there until you tread on them, at which point you'll either plummet or be catapulted up the screen. There are some particularly nasty bits where you end up completely trapped. At this point the only thing you can do is press SELECT and START together, which takes you back to the start of the stage at the cost of a life.



The game really starts to become difficult here, with loads of tunnels to explore. Blimey.

8 LOOK	7 SOUND
7 FEEL	8 VALUE

85 OVERALL

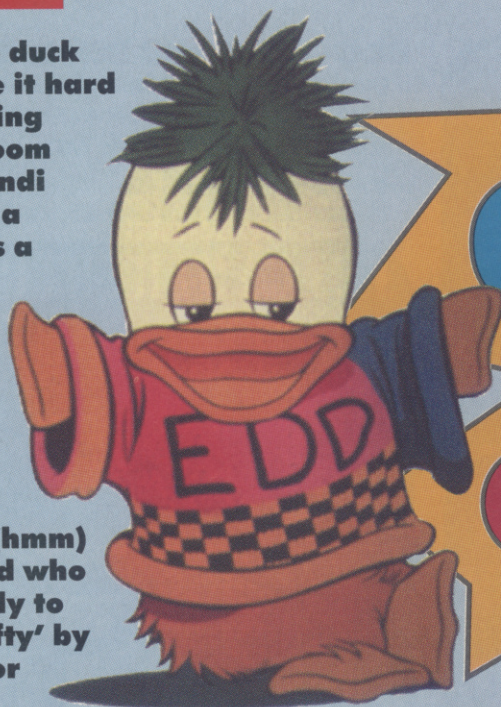
REVIEW

As if Edd the duck didn't have it hard enough being locked in the broom cupboard with Andi Peters five days a week (and that's a bad enough predicament as it is), he's now gone and been transported back in time. Edd's been trapped in the Jurassic period (hmm) by an evil wizard who didn't take kindly to being called 'softy' by a fake duck. Poor old Edd hasn't had much luck in computer games; previously he appeared on floppy formats in a rather poor platform caper. Can he cut the mustard on the Game Boy?



**GAME BOY
BY LASER BEAM**

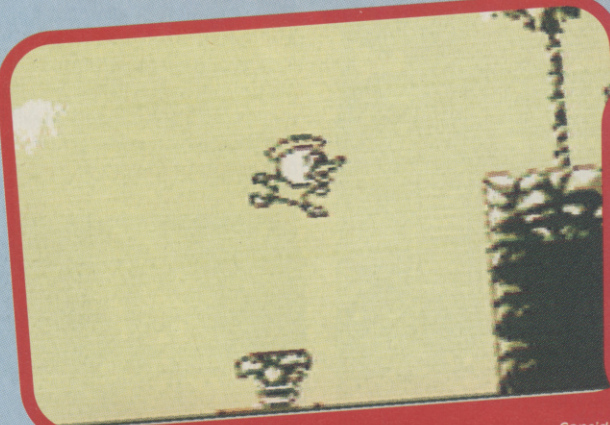
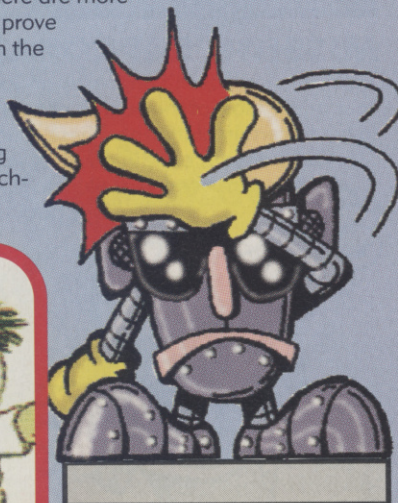
£24.99



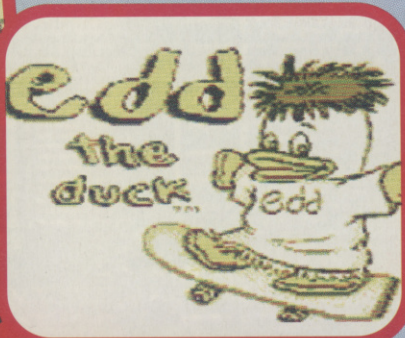
eddd the duck

BOMBAY DUCK

Apart from being a top TV presenter, Edd is also a real speed freak, capable of turning in a 100 metres time that would leave Linford Christie crying in his wake. There are more than enough opportunities to prove this previously hidden talent in the game, as he's required to perform death-defying leaps to clear chasms. The only way to do this is by taking a good run up first, then launching at the very last moment.



Considering he's a puppet who usually has someone's hand up his bottom, Edd's a surprisingly good jumper.



A 53 WITH EXTRA PAN- CAKES PLEASE

Not all the hazards are of the animal kind. Because Edd isn't a real duck he can't handle water and goes all soggy and dies when he touches the stuff. Likewise, fire will also leave crispier than a number 53 in our local chinese takeaway (although he'd probably taste better). And to top it all off, some inconsiderate berk has stuck spikes all over the place, usually in places where it's impossible to slow Edd down in time to avoid them.



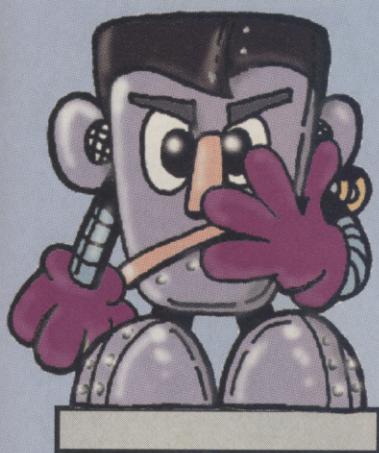
It's just as well Edd's good at jumping as he's not exactly hot when it comes to swimming.

6 You'd have to be quackers to think of buying Edd The Duck! The game really is as bad as that pun; graphically it balances precariously on the edge of averageness, and when it comes to playability it topples off the ledge of mediocrity. If you're into platform games that feel aged an hour after you've bought it, then Edd's right up your street. If not, steer clear.

PAUL RAND

BANGING ME 'EDD

Edd's only defence comes in the form of coconuts, which he can pick up and hurl at the nasties. For some reason the daring duck loses his entire supply when he's hit, leaving him weak and defenceless. To make things really difficult, the nasties are normally placed in locations where it's impossible to hit them at a distance, so you have to time it so that Edd arrives just as they're going in the other direction.



I can really do without this kind of thing turning up and spoiling my day. Edd is impossibly difficult to play, and ultimately very frustrating. Most of the hazards are of the static kind, relying on your lack of skill and the difficult controls to leave you unstuck. This is yet another loser for Edd; in short it's too tough, too dull, too unoriginal, too badly designed and too cack to warrant buying.

PAUL ANGLIN



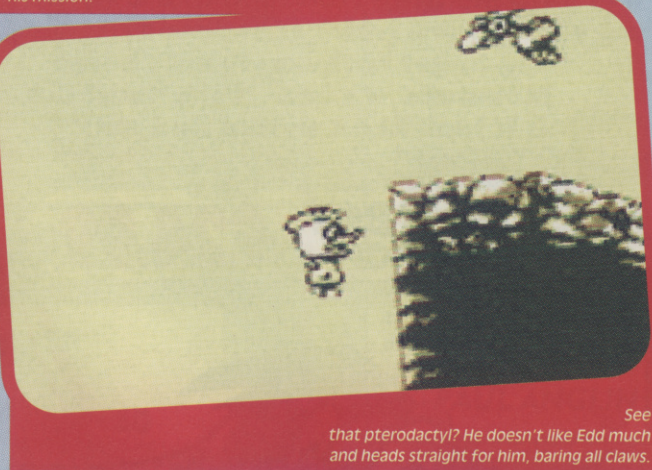
This isn't Edd's idea of rock 'n roll, but if it hits him it'll probably be for the best.



No matter how much he tries, Edd just can't fly. If he could the game would be a whole lot easier.



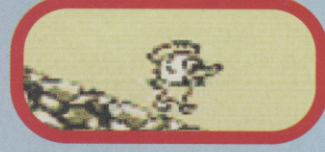
A sharp end awaits careless ducks. Six foot of cold steel through the head doesn't help Edd in his mission.



See that pterodactyl? He doesn't like Edd much and heads straight for him, baring all claws.

HEART ATTACK

Even puppets have their limits. Edd only has a limited supply of energy, which is indicated by the number of hearts in the bottom-left corner of the screen. When these have gone Edd goes to the big broom cupboard in the sky. Extra energy is hard to come by; fortunately, there are plenty of extra lives – the problem is finding them. You need to stay alert for glimpses of platforms you might otherwise pass while leaping or falling. If you can reach them they are usually laden with plenty of coconuts.



ANT THAT A SHAME

Just when you thought you were clear of the damn things, they turn up again. There's no escaping dinosaurs, not even in a game where the star is duck glove puppet. Giant ants appear to bolster their numbers, and only a well-placed coconut will deal with them. As a final resort Edd can leap over his foes, although this doesn't really work with flying creatures.

5 LOOK	4 SOUND	44 OVERALL
3 FEEL	4 VALUE	



Here's where you've got to go – and it'll take quite some time, believe us!



That's all, folks!

SPEEDY GONZALEZ



Andalay! Andalay! Speedy's comin' at ya at speed!

IT'S A MYSTERY

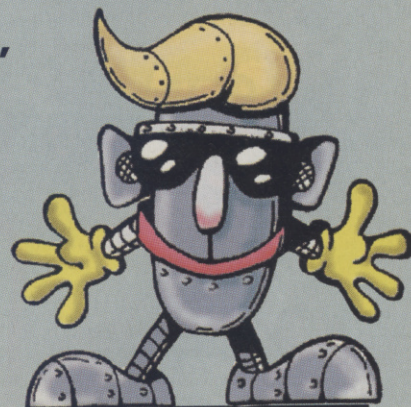
Sometimes, you'll find that you just can't get Speedy to go where you want him to, because he's just a little mouse and not very good at getting around. That's where helpful items come in. Dotted around the playing area are signs with question marks on them; run into one of these and it'll spin, causing something to happen that'll allow you to get to inaccessible places; for instance, a wall might disappear, or an extra platform will be created. There's also pinball-style bouncers which, if Speedy touches them, cause him to race around at even greater speeds; and if there's a weak section of wall in front of him, he'll just burst right through it!

Andalay! Andalay! Eepa! Eepa! Eepa! He's the fastest mouse in all of Mexico, and he's making his first appearance on the Game Boy! Speedy Gonzales, star of many a Looney Tunes animated classic, races onto the little Nintendo in a wild 'n' wacky adventure which sees Speedy attempting to get to the mythical Cheese Mountain! It's fast! It's furious! But is it fun? Read on and find out!



**GAME BOY
BY SUNSOFT**

£24.99



6 Blimey, is this game **HARD!** Speedy Gonzales is an extremely difficult game to master, but you'll have fun trying! The graphics are great, although they suffer from screen blur which can make things trickier than they ought to be. The gameplay becomes quite samey, but the urge to get further keeps you at the Boy. One to look out for.

PAUL RAND

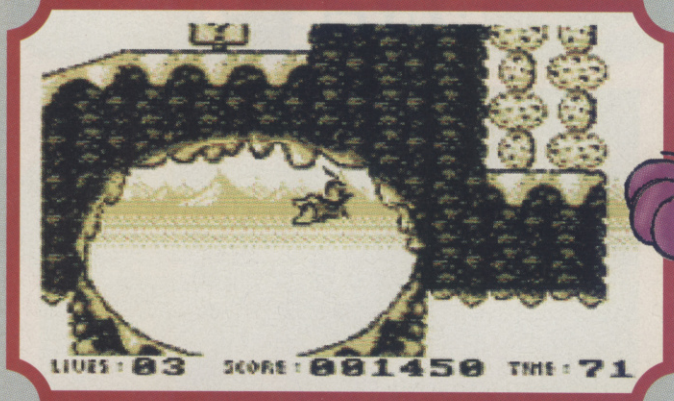


BOUNCY BOUNCY!

He may be fast – very fast, in fact – but Speedy Gonzalez is just a mouse, and hence can't do much more than run about and jump. Luckily, that's all he'll need to do to escape each platform-based level, although he'll need a helping hand from time to time to get to higher parts of each stage, by bouncing on the noses of animals which then give him a bump-up.

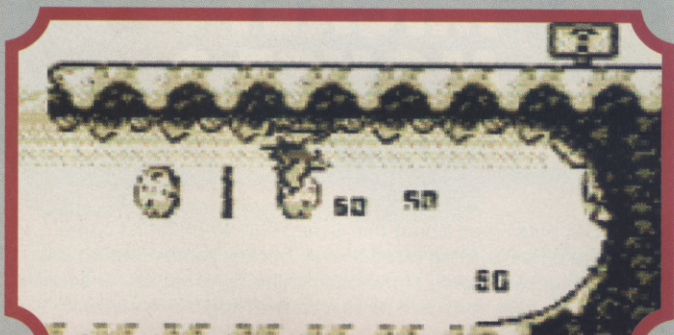
Looks like someone's been taking lessons from a certain spiky, blue hedgehog!

There's a 50 point bonus for every taco that Speedy scoffs!



DON'T GET DEADDED

Don't think that Speedy is just going to be allowed to rush through each stage untroubled by outside forces; there's a whole array of obstacles out and about to do in the fastest mouse in all of Mexico and put him in tinned produce to make eventual purchasers vomit when they open the can! Sharp spikes, deadly stretches of water (have you ever seen a mouse swim?) and wandering nasties are all on-hand to do Speedy as much damage as possible – contact with any of them causes the loss of one of Speedy's lives.



Launch yourself off the bouncer and you run even faster than before, allowing you to do smart things like run upside down!



Aah, isn't that cute! A friendly whale gives Speedy a ride across the water.

ICON ASSIST YOU, SPEEDY

There's a load of different objects Speedy Gonzalez can use to see him safely through the game. Just check them out right here:

Taco – adds 50 points to your score.



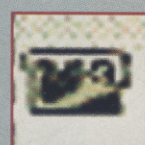
Animal – bounces Speedy high into the air.

Mystery Sign – Spin it and see what happens!



Fan – On or off, it can be a help or a hindrance. Mystery signs usually activate them.

Bouncer – Makes Speedy run even faster.



Platform – disappears a short time after you've stood on it.

WHERE YA GONNA GO?

Speedy Gonzalez's quest starts in Ice World, that perennial favourite of platform game designers. From there, it's out into the Country, before crossing over into the Desert and eventually making it to Mexico! If you make it this far, then it's only a short stop before you finally get to Cheese Heaven; and if you get there, then you must surely be the greatest person ever!

I found Speedy Gonzalez very tough, mainly because it just is, but also because there's some quite nasty blur on the screen which messes up your vision and has you misjudging your position on occasion. If you can put up with this, then Speedy Gonzalez is a quite enjoyable, if rather predictable, platform yarn.

PAUL ANGLIN

8

LOOK

7

SOUND

7

FEEL

7

VALUE

77

OVERALL

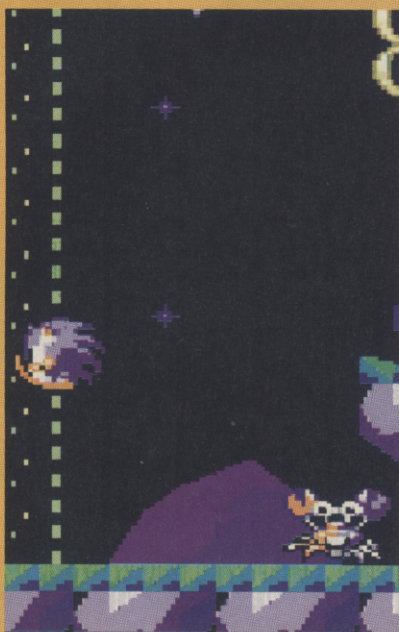
THE ALL-TIME GEAR GREATS



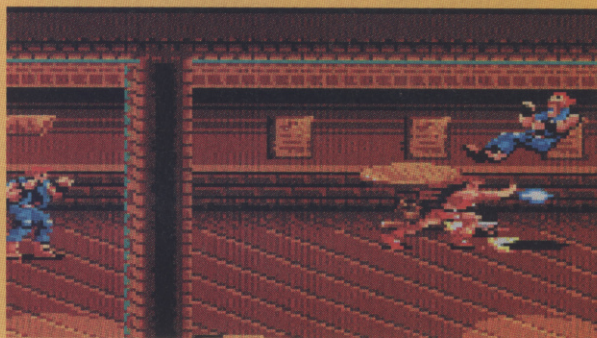
With GO! now a corking two years old, and still no let-up in our excellence, we've decided to bring to you, for your perusal, our very own top ten of Game Gear carts from the last two years - and they're all real scorchers!

1 SONIC 2

Let's face it; no Game Gear round-up would be complete without Sonic. To coin a phrase, this is quite simply the cartridge your Game Gear was made for. It's got the lot; excellent graphics and sound, amazing gameplay, a hedgehog and even a little fox with two tails! What more could you ask for? Nothing - this is every bit as good as its 16-bit counterpart.



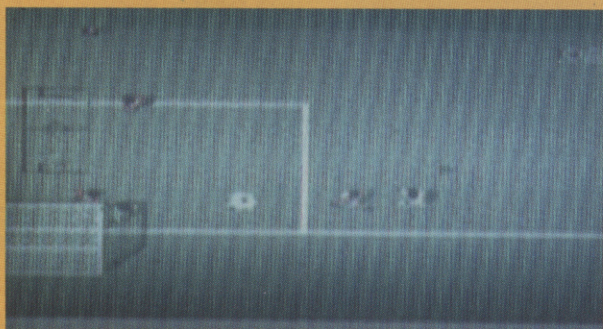
2 STREETS OF RAGE 2



When it comes to beat 'em ups, they don't get any better than this. Streets Of Rage 2 has it all; special moves, three different characters and an army of excellent enemies to trash. As if that wasn't enough there's also a good supply of weapons on hand, including the good, old-fashioned iron bar! Unmissable.

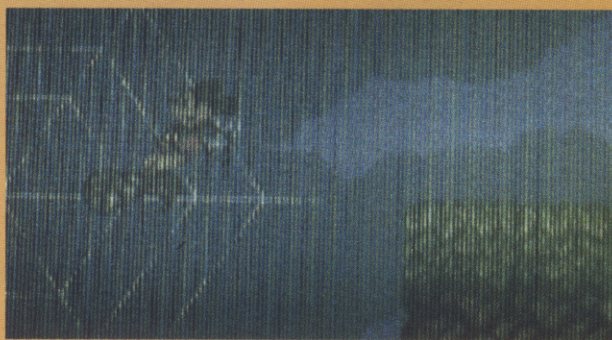
3 SUPER KICK OFF

It may be old, but it's still *the* footy game on the Gear. Super Kick Off has all the features from all the other versions, including aftertouch and the slightly confusing corner selector. Best of all, you couldn't wish for it to be any faster. Top marks to US Gold for this one!

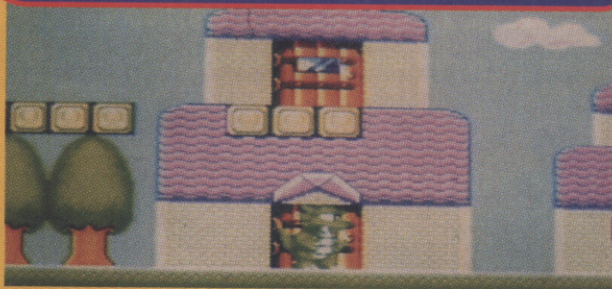


4 MICKEY MOUSE 2 - LAND OF ILLUSION

The GO!bots raved about this 4-meg cart when it first came into the office, and no wonder why! Mickey's latest outing is a real corker, with some of the most stunning graphics yet seen on a platformer - it could almost be the Megadrive version! Supreme platform action.



5 WONDERBOY III IN MONSTER WORLD



The return of Wonderboy once again finds his old girl in the hands of some terribly evil force. This time the adventuring lad has a new trick up his sleeve – the ability to turn into different creatures! The upshot is a fantastically playable mix of action and adventuring which still stands head and shoulders over the competition.

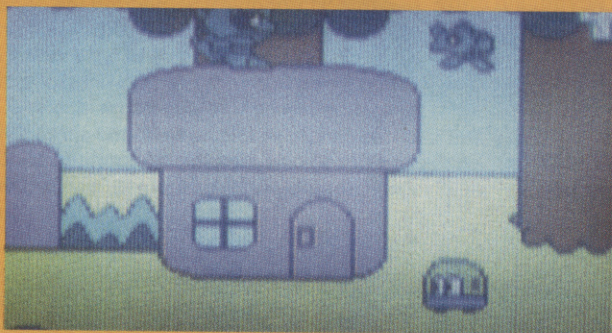
7 ECCO



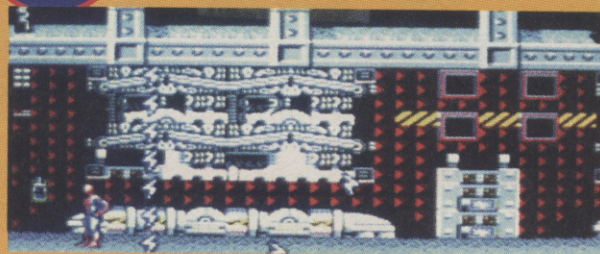
Following close behind the Megadrive smash-hit game comes the equally awesome Gear version. It's got all the features of the original, right down to the music and levels – even the visuals match up! You'll be instantly hooked and playing for weeks. An incredible version which fans will flip over.

9 WAGAN LAND

This is another blast from the past that hasn't lost anything in the 18 months since it was first released. It's without a doubt one of the best platform games to hit the Gear ever. The action is straightforward, but there are so many hidden levels and the stages themselves are completely massive. The bizz!



6 SPIDERMAN



It's all gone horribly wrong for Spiderman in this game as he only has 24 hours to save his woman and the city! The culprit is the evil Kingpin and his super-villain cronies and Spidey has to defeat them all individually across several action-packed levels. Superb all the way through with almost no faults.

8 DONALD DUCK – THE LUCKY DIME CAPER

When Donald Duck's nephews Huey, Dukey and Louie are kidnapped by the evil Magica De Spell, only he can rescue them. This leads into one of the best-looking Game Gear titles of 1992, as Donald battles his way through wave after wave of Magica's henchmen. A real laff and no mistake.



10 MICK AND MACK – GLOBAL GLADIATORS

The once-green world of McDonald Land has been covered with foul green pollution, so in step Mick and Mack to help their old mate Ronald clean the place up. This excellent platform game from Virgin is made even more appealing by the excellent sprites and fast-paced action. A real winner all the way.



PREVIEW

Pick a track then race away!



A particularly tight corner, this one.



F1

As we write this, Britain's Damon Hill has just stormed to victory in the Hungarian Grand Prix with the promise of more such emphatic wins to follow, so what better time to release a game based on the Formula One circus? Domark are not only busy putting the finishing touches to their GG version of Desert Strike, they're also knocking together a Game Gear convert of their ultra-speedy Megadrive racer, F1!



Head-to-head track action on your Game Gear! Looks good - will it play well? Find out soon!



Set up your car to suit the track you're about to race on.

There's no fancy plot to contend with or scores of weapons and monsters to battle, just simple, honest-to-goodness track thrashing! Players get to storm round the entire F1 circuit, taking in all sixteen tracks starting in South Africa and ending in Australia. All the recognised F1 teams are in there, along with the real drivers, so you could find yourself having a ton-ten tussle next to Schumacher, Senna and the rest of the Formula One stars - mind you, if you're crap you could well be shunted off into the sidings by Aguri Suzuki.

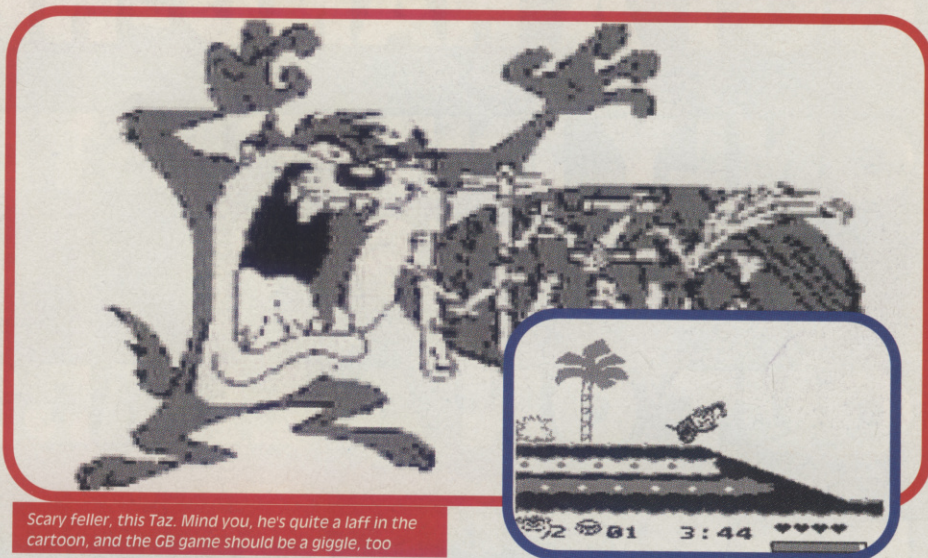
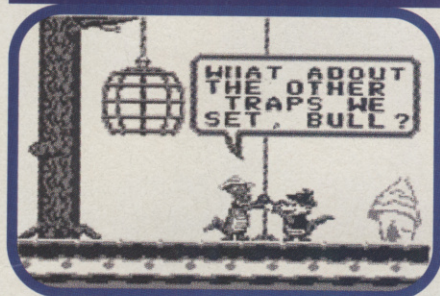
After the brief look we've had at F1 on Gear, we're surprised at how close a conversion it is to the Megadrive original. It's blindingly fast, and the tracks rise and fall just like the real things! Variable weather and the opportunity to tailor your car to suit the conditions add to the package, and the ability to link up with a friend and race head-to-head puts the icing on the cake! If the Domark lads and lasses can finish this game in the same style that Damon finished the Hungarian Grand Prix, Game Gear F1 fans are in for a rather large treat - don't go away, we'll bring you the review soon!

GAME GEAR £TBA BY DOMARK

PREVIEW

Just in case all you hand-held Game Boy owners thought you had been left out of the Aussie fun and frolics, we can reveal to you that the Nintendo small-screen version of Taz-Mania is well and truly in the bag. Taz has received some rave reviews on Megadrive, and now his platform japey has extended to the baby Boy!

Will Taz get trapped? Is the game good or crap?

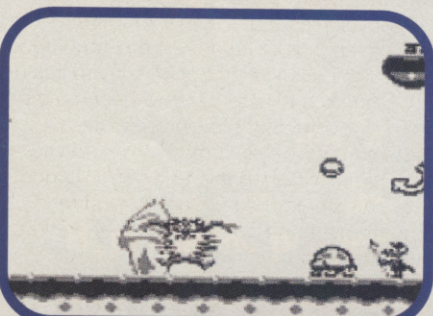


Scary feller, this Taz. Mind you, he's quite a laff in the cartoon, and the GB game should be a giggle, too

TAZ-MANIA



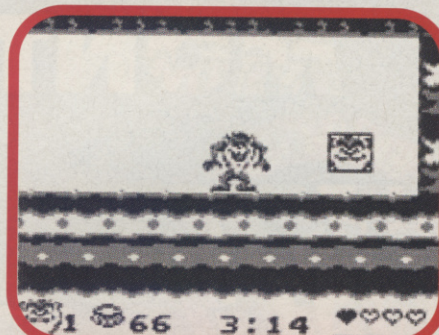
If he's not careful, Taz will meet a sticky end at the clutches of that kangaroo.



Taz ate a bomb and his belly explodes! Don't worry, there's no gore.

Game Boy owners will be treated to a version of the Game Gear adventure and not the SNES race and chase game panned in an earlier issue of CVG. Would-be devils will have to prowl umpteen levels of desert and jungle-type locations in pursuit of Taz's favourite food. Watch out though, not everything he gobbles is tasty. The hairy mammal can stumble on packs of burning dynamite and, if he sees the package, he'll scoff it up soon as look at it, forcing out a huge explosion to expand his ample frame! There are tons of slopes and jumps for Taz to tear down and he can even gnaw his way through solid rock in his pursuit of tasty morsels! A much better use of the famed spinning power-up, mind you, is to destroy the scores of enemies like scorpions, pygmies and ants that block his path. Don't be too eager to go for a spin though, 'cos if you over shoot your mark you'll probably land up in the drink – and Taz hates water!

The graphics and Taz animations look brilliant at the moment, with sound effects and music to match. All the standard pick-ups, power-ups and hazards from the other versions look like being included and if the gameplay is anything like the GG version, you can expect a corker of a cart. Roll up for a full review very soon indeed!



A-ha! A secret room!

GAME BOY £24.99 BY THQ

NEXT MONTH

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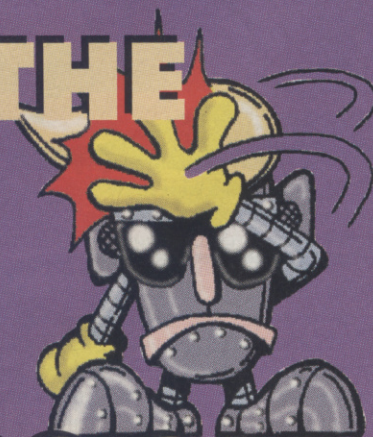
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